

Please get in touch with your fellow group members. The preliminary proposal is due Friday. It should be a 1 page description of the project that you will do. It should explain what the idea is, your preliminary thoughts on what you will need to do to achieve it and what each team member's role will be. You only need to submit one proposal per team.

PROJECT PROPOSAL

~~TEAM FOUR~~ TEAM LASER EXPLOSION

FRIDAY, SEPTEMBER 21, 2012

Our group has decided to implement a battleship game for the course project. The battleship game will have options for single player vs a computer or for two players to go head to head in an *exhilarating and intense* multiplayer battle of awesome. Players will take turns firing missiles at each other's immobile fleet of military vessels in what is one of the most visceral war-simulators ever created. There will of course be some interesting features that we will implement. Neither player will be able to see the other player's board of course because that would pretty much defeat the purpose of Battleship. The AI will have several difficulty levels ranging from Battleship Grand Master to bumbling oaf, giving singleplayer games a bit of depth and excitement as well. The game will also log all plays made by both players and allow for them to be played back later. When one person wins we will probably make the game sing them a song or show them a funny picture or something, too.

On the programming side, we plan to use Python as our language of choice. Python is versatile and powerful, and has some of the best documentation around in addition to an abundance of open-source libraries we can use to implement various features. Also the mascot is a snake and I really like snakes. Python allows us to program in a very flexible manner since it bundles its own live interpreter and compiles at runtime. This will allow for easy testing, and version control is trivial when no one has to worry about build environments or handling binaries. Python is also cross platform, which is nice, as it will allow us to program on whatever computers we have already. All of the code will be Object Oriented for Great Justice, using only the most rigid and proper of programming practices.

We plan to implement this as a GUI application with some of the most awesome graphics we can find. Adam Servis has already volunteered to handle all of our graphic design. What a nice guy. Hopefully we can be approved for this.

Ed is in charge of handling the main game mechanics, since he has already told me he is an avid Battleship enthusiast. He will be handling the rules of the game, i.e. what ships can be placed where and how to tell if you have hit or sunk a ship. This is his passion, we'll leave him to it. I will be in charge of the multiplayer aspect of the game, and the netcode. I like to think my vast knowledge of online games will make me a natural for programming networking infrastructure. I also read a book on networking once, so that should come in handy. Allyn will be in charge of the game's AI for single player, in all of its varying complexities. He will also try to iron out any other bugs we come across along the way. He will also be in charge of composing the game's musical score and Original Sound Track.

Beyond this, we don't have a lot planned, but I'm sure we will make an awesome project!